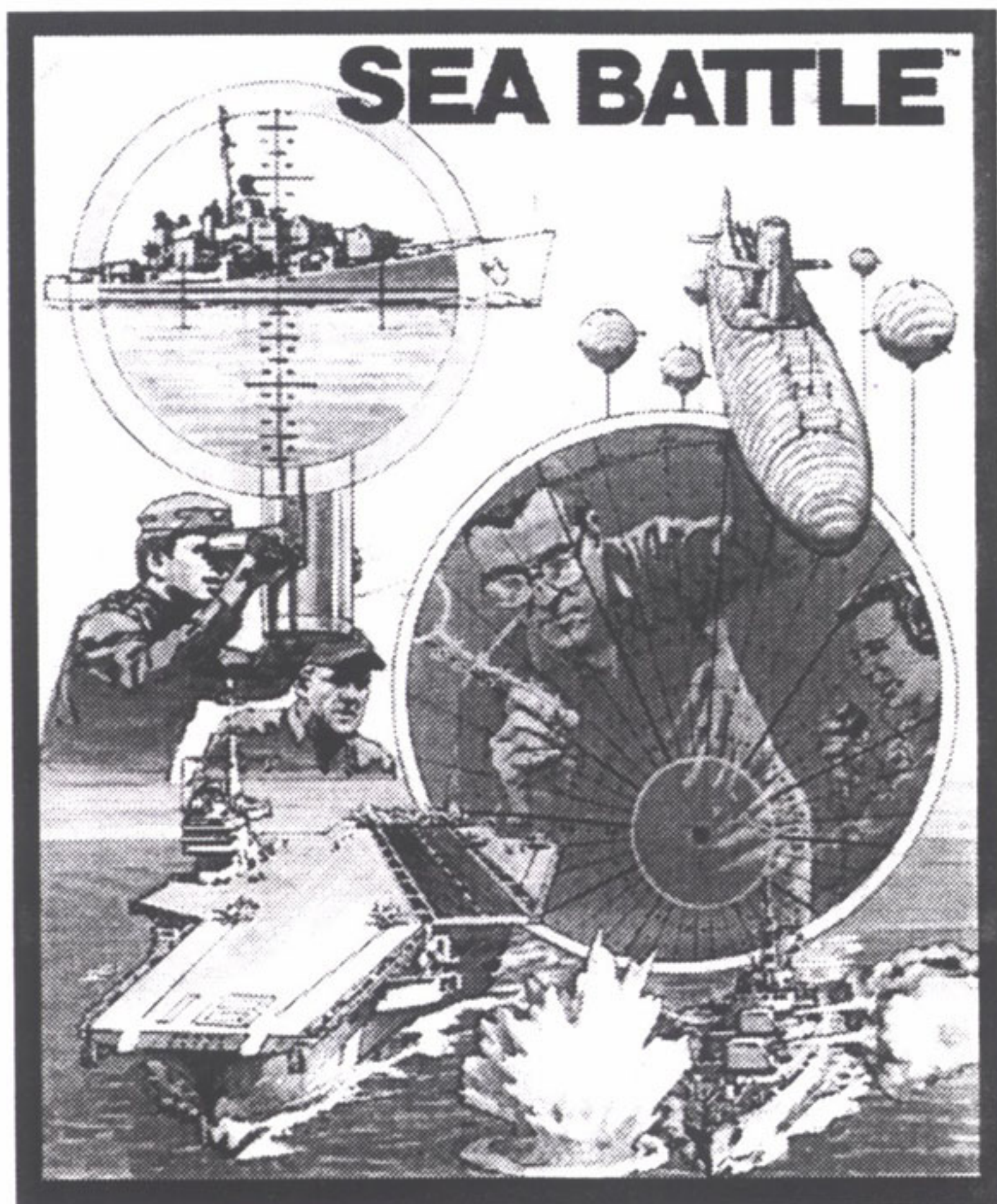


Retrotopia™

For ATARI 2600



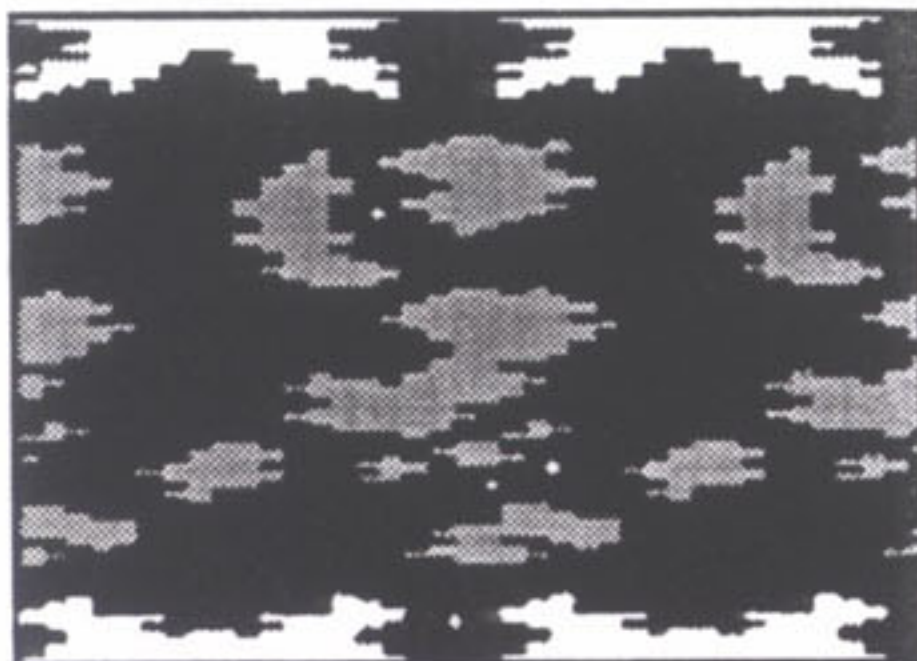
FOR TWO PLAYERS

START THE GAME

Make sure both controller cables are securely plugged into the back of game console. Hold controllers so RED BUTTON is to upper left. To start game, press RESET. (Difficulty switches have no effect on game.)

MAP MODE

Game begins in MAP MODE. **White harbor** at top of screen belongs to **LEFT** controller. **Yellow harbor** at bottom belongs to **RIGHT** controller. Launch ships with goal of entering and capturing opponent's harbor. Engage enemy ships in battle to stop them from entering your harbor.

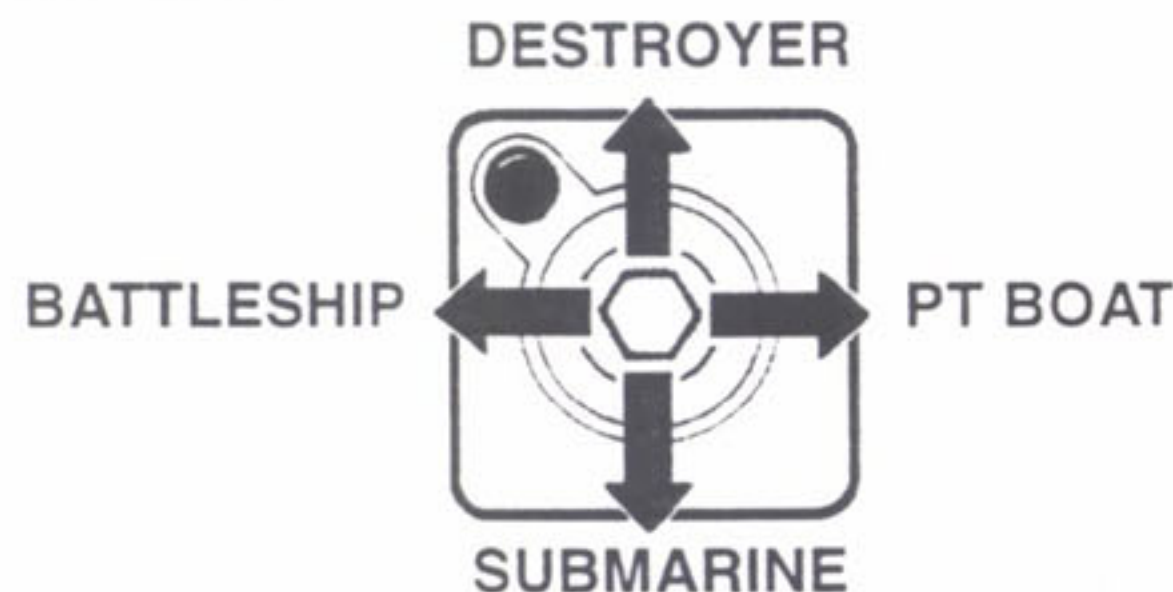


LAUNCH SHIPS

At start of game both harbors are flashing. While a harbor is flashing, ships can be launched.

There are four types of ship: **Destroyer**, **PT Boat**, **Submarine** and **Battleship**. At start of game you have 3 of each type for a total of 12 ships.

To launch a ship push JOYSTICK in one of four directions to choose type of ship and press RED BUTTON.



The ship appears in your harbor.

BUZZ WHEN LAUNCHING SHIPS

If you hear a buzz when trying to launch a ship, it means one of three things:

1. You already have four ships on screen—you cannot launch another now
2. You no longer have any ships of type selected in reserve—try selecting another type of ship
3. You are holding JOYSTICK at a 45 degree angle—hold JOYSTICK up, down, left or right

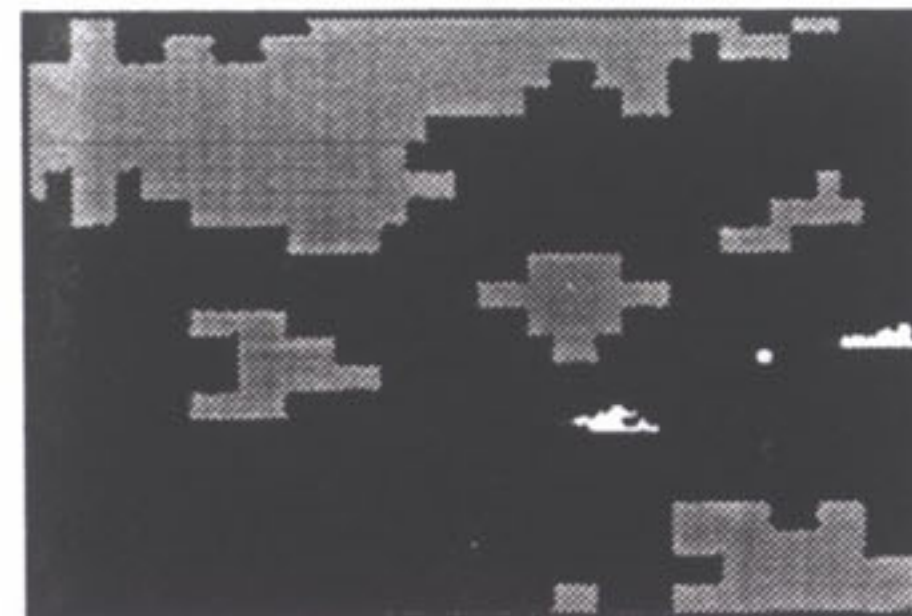
SELECT SHIPS, HARBOR

You and your opponent can each have up to four ships on screen at one time. Repeatedly press your RED BUTTON to cycle through your ships and your harbor. Whichever one is currently selected FLASHES.

Whichever ship is selected (flashing) can be steered by the JOYSTICK. When the harbor is selected (flashing), you can launch another ship.

A ship will continue moving when not selected if, while pressing RED BUTTON to select a different ship or your harbor, you hold JOYSTICK in desired direction.

In MAP MODE, if a ship hits an island, it will slide along the shoreline and keep moving, whether selected or not.



BATTLE MODE

When two opposing ships come within range of each other, they flash rapidly and the screen automatically switches to BATTLE MODE. Neither ship can retreat—it is a battle to the death!

JOYSTICK controls direction and acceleration of your ship. Ships speed up and

slow down at a rate determined by their type (see chart).

Launch a missile by pushing JOYSTICK to aim and pressing RED BUTTON to fire! Keep holding BUTTON to steer missile with JOYSTICK.

(While RED BUTTON is held, your ship will continue to move in its previous direction at a constant rate, unaffected by JOYSTICK. **Exception:** center JOY-STICK to slow your ship even while BUTTON is held.)

There are two types of missiles: **Salvos** and **Torpedoes**.

Salvos, fired by **Destroyers** and **Battleships**, reach their maximum arc while RED BUTTON is held. Hold BUTTON until salvo is halfway to its target. If you don't time it properly, salvo can pass over a ship without interacting.

Torpedoes, fired by **PT Boats** and **Submarines**, are slower with a shorter range than salvos and explode on contact.

In BATTLE MODE, avoid the islands! Hitting land damages your ship same as a missile hit!

BATTLE MODE continues until one ship is hit enough times to be sunk (see chart). Once a ship is sunk, screen returns to MAP MODE.

The ship that survives the battle carries its damage into its next battle, making it easier to sink. A ship cannot be repaired.

In BATTLE MODE, only the two ships engaged in battle are seen.

Entering your opponent's harbor in BATTLE MODE does not win the game—you can only win in MAP MODE.

WINNING THE GAME

Win by navigating a ship into your opponent's harbor. The captured harbor switches to your color and a triumphant blast on the ship's siren is heard. Congratulations!

To begin a new games, press RESET.

SHIP	HITS TO SINK	SPEED	MISSILE TYPE	LAUNCH
Destroyer	4	4	Salvo	Joystick UP
Battleship	7	3	Salvo	Joystick LEFT
Submarine	3	3	Torpedo	Joystick DOWN
PT Boat	1	6*	Torpedo	Joystick RIGHT

*PT Boats also accelerate faster than other types of ships

You have 3 of each type ship at start of game.

Torpedoes have a speed of 8, limited range, and explode on contact.

Salvos have a speed of 14, longer range, explode on time-out (double the time RED BUTTON is held).

CONTROL SUMMARY

MAP MODE

Joystick	Moves selected (flashing) ship Selects type of ship when launching
Button	Cycles through your ships and harbor Launches ship when harbor is selected and joystick is pressed

BATTLE MODE

Joystick	Accelerates ship in direction of joystick (button not pressed) Guides salvo or torpedo (button pressed)
Button	Fires torpedo or salvo (joystick must also be pushed) Salvo travels twice length of time button is pressed.

DISPLAY NOTE: When several ships in MAP MODE are on the same longitude (imaginary horizontal line), one or more ship may disappear from the screen until they move off of the same line.

In 1980, **Mattel Electronics** released its **Intellivision** video game system to compete with the popular **Atari 2600** console. Mattel prided itself on releasing video games that were more realistic and complex than the simple Atari arcade-type games.

One of the early Intellivision hits was **Sea Battle**—a strategy combat game. By 1981 it was the fifth biggest seller for Intellivision, behind only **Major League Baseball**, **NFL Football**, **Space Battle** and **Armor Battle**.

So in 1982, when Mattel introduced the **M Network** line of games for play on Atari 2600, it was only natural that **Sea Battle** was one of the first titles announced that would make the trip from Intellivision to Atari.

But despite appearing in Mattel Electronics catalogs and press releases (sometimes with the name **High Seas**), the completed game was never released.

The reason seems to be that Mattel's marketing people learned something in 1982—simple arcade-type games sold better than realistic and complex ones. The 1982 Intellivision releases **Astrosplash**, **Night Stalker** and **Star Strike** outpaced earlier sports and battle simulations.

In **Sea Battle** for the Atari 2600, programmers **Larry Zwick** and **Bruce Pederson** did a terrific job capturing the feel of the original Intellivision version, designed by **Ken Smith**. Players could dispatch four different types of ships, each with unique characteristics, into battle. With 24 ships in all—eight on screen at any one time moving independently—competitors could create challenging battle strategies.

Unfortunately, Marketing decided it would be a difficult game to sell. In tests, people found the game screen—mostly dots moving around a map—unexciting. And in a play test where young teenage boys were given 10 minutes each on eight new games, **Sea Battle** scored lowest for “must have.”



The announced release of the game was put on hold to investigate whether the graphics could be improved.

But while the game was on hold the Marketing people realized something else: a game that could be played by one or two players sold better than a game for two players only.

Sea Battle required two players. Its fate was sealed.

Sea Battle was shelved, existing only in a handful of forgotten prototype cartridges.

By the mid-1990s, however, interest was growing in the classic video games. People wanted to play the games they grew up with.

In 1999, **Intellivision Productions**, started by some of the original Mattel Electronics programmers, was invited to bring unreleased **Intellivision**, **Atari 2600** and **ColecoVision** games to the **Classic Gaming Expo** in Las Vegas.

After 17 years, **Sea Battle** received its public debut. Visitors were able to play one of the prototypes on an actual Atari 2600 console. And those who took the time to learn the controls and strategy discovered that this was indeed a lost classic.

Now, **Sea Battle** is available as a cartridge for Atari 2600, manufactured from the unmodified files in the 1982 prototypes. Finally, classic gamers can add this long-promised title to their collections!



Dedicated to the history of video games because we were there.

SEA BATTLE

Designed and programmed by LARRY ZWICK
and BRUCE PEDERSON

Based on the SEA BATTLE Intellivision game
designed and programmed by KEN SMITH

Technical Engineer SEAN KELLY

Associate Producer LISA M. DAWSON

Special thanks to DALE LYNN

Package artwork adapted from the original Intellivision
SEA BATTLE packaging

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